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机炉	卢 賘	



□ 授權



三星環保型 "水晶設計"採用雙注模成型技術,在實現完美色彩層次的同時不會產生有害的揮發性有機化合物 (VOC)。



TruSurround HD, SRS, 和 () 標誌均爲 SRS Labs, Inc.所有。



製造均取得 Dolby 實驗室授權 Dolby 和 the double-D 標誌均爲 Dolby 實驗室商標所有。



使用 Home Theatre Test Kit 3.0 版或更高版本的 DivX 認證產品:可播放 DivX® 視訊,包括付費內容。

□ 顯示靜止影像時的注意事項

靜止影像可能對電視螢幕造成永久性損壞

- 請勿用 LED 螢幕顯示靜止和部份靜止的影像超過兩小時,因爲這可能造成殘影現象。這種殘影現象也稱爲「螢幕燒傷」。爲了避免出現這種殘影現象,請在顯示靜態影像時調低螢幕的亮度和對比度。
- 以 4:3 格式長時間觀看 LED 電視可能留下界線痕跡,這些痕跡顯示在螢幕的左右側和中間,是由螢幕上的發光 差異造成的。播放 DVD 或玩電視遊戲可能對螢幕造成類似影響。由以上影響造成的損壞不在保固範圍內。
- 顯示視訊遊戲和電腦中的靜止影像超過一定時間會產生部份殘留影像。若要避免此效果,需要在顯示靜止影像時調低「亮度」和「對比度」。
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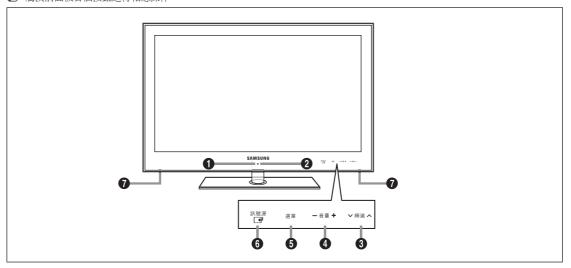
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電視連接和準備

② 本使用手冊中的圖表和插圖僅供參考,可能與實際產品外觀有差別。爲了提高產品性能,產品設計和規格可能出現變更,恕不 另行通知。

■ 檢視控制面板

- ☑ 產品的顏色和形狀可能因型號而異。
- ☑ 觸摸前面板各個按鈕進行相應操作。



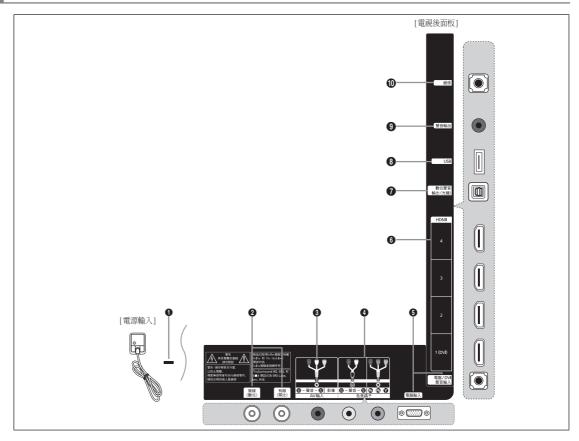
● 遙控感測器

將遙控器對準電視上的這一位置。

- ② (電源)
- 按此按鈕開啟和關閉電視。
- 按此按鈕變更頻道。在螢幕功能表中,**>** 頻道 **>** 按鈕的功能與遙控器上的 ▼ 和 ▲ 按鈕功能相同。
- ④ -音量+ 按此按鈕增大或減小音量。在螢幕功能表中,-音量+按鈕的功能與遙控器上的 ◀ 和 ▶ 按鈕功能相同。
- **3** 選單 按此按鈕查看電視功能的螢幕功能表。
- ⑤ 訊號源□在所有可用輸入來源之間切換。在螢幕功能表中,此按鈕的功能與遙控器上的□□ 按鈕功能相同。
- 揚聲器



- ② 請確認 LED 電視附有以上物品。如果发現缺少任何物品,請聯絡經銷商。
- ☑ 保固卡 / 註冊卡(某些地區可能未提供)
- ② 這些物件的顏色和形狀可能因產品型號而異。



- ② 產品的顏色和形狀可能因型號而異。
- 必 將外部裝置連接到電視時,請確保裝置電源已關閉。
- ② 連接外部裝置時,請將連線端子和纜線的顏色相對應。
- KENSINGTON 防盜鎖(視型號而定)
 - Kensington 防盜鎖(可選)是在公眾場所使用本系統時用於固定系統的裝置。
 - 如果您要使用鎖定裝置,請聯絡銷售電視給您的經銷商。
 - Kensington 防盜鎖的位置可能因型號而不同。
- 2 無線(數位)/有線(類比)
 - 連接到無線或有線電視系統。
 - 有兩種天線:無線和有線。
- **❸** AV 輸入 [影像] / [右-聲音-左]
 - 將 RCA 纜線連接到合適的外部 A/V 裝置,如 VCR、DVD 或攝錄影機。
 - 將 RCA 音訊纜線連接到電視的 [右-聲音-左];將另一端連接到 A/V 裝置上對應的音訊輸出連接器。
- 4 連接色差端子設備
 - 連接外部色差端子設備(視訊/音訊)。
 - 色差端子設備背面的 Pr,Pb 和 Y 端子有時也標爲 Y,B-Y 和 R-Y 或 Y,Cb 和 Cr。
 - 將附件內的色差端子擴展線纜(視訊/音訊)連接到背部面板的色差端子(視訊/音訊),再使用適當的連接線(未隨附)來連接外部色差端子設備。
- ⑤ 電腦輸入 / 電腦/DVI 聲音輸入

電腦輸入端子和電腦/DVI聲音輸入端子,連接到電腦上視訊的和聲音輸出端子。

- 如果您的電腦支持 HDMI 連接,您可將電腦上 HDMI 端子連接到電視 HDMI1(DVI)、2、3或4端子。
- 如果您的電腦支持 DVI 連接,您可將電腦連接到電視 HDMI 1 (DVI) 端子和電腦/DVI 聲音輸入端子。
- 用於外部設備的 DVI 音訊輸出。

- 6 HDMI 1(DVI) · HDMI 2 · HDMI 3 · HDMI 4
 - 支援啟用了 HDMI 連接的 AV 裝置 (機上盒、DVD 播放器)之間的連接。
 - HDMI 至 HDMI 的連接不需其他音訊連接。
 - 請使用小於14mm的HDMI的連接線。



最大値14mm

- ▼ 最適合此超薄電視的HDMI連接接口。
- ☑ 請確認使用的HDMI線纜接口的最大厚度爲14mm(0.55英寸)。

② 什麼是 HDMI?

「高畫質多媒體介面」可實現高畫質數位視訊資料和多聲道數位音訊的傳輸。

HDMI/DVI 端子支援以合適纜線(未隨附)連接至外部裝置的 DVI 連接。

HDMI 和 DVI 的不同之處在於 HDMI 裝置體積較小,具有 HDCP (高頻寬數位內容保護)編碼功能,並支援多聲道數位音訊。

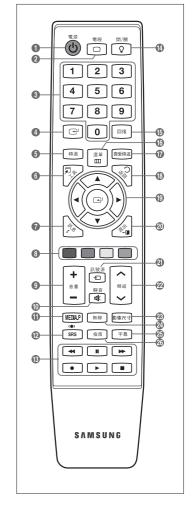
- ② 若連接的 DVD 播放器/有線電視盒/衛星接收器所支援的 HDMI 版本低於 1.3,電視可能無法輸出聲音並且影像色彩可能顯示異常。在連接了較低版本的 HDMI 纜線並且沒有聲音時,請將 HDMI 纜線連接至 HDMI1/DVI 插孔,並將音訊纜線連接至電視後面的 DVI 聲音輸入插孔。如果發生這種情況,請聯絡提供 DVD / 藍光播放器 / 有線電視盒 / 衛星接收器的公司以確認 HDMI 版本,然後申請軟體升級。版本不是 1.3 的 HDMI 纜線可能導致惱入的閃爍或無影像顯示。
- ② HDMI/DVI 和色差端子支援的模式。

	480 i	480p	576i	576p	720p	1080 i	1080p
HDMI / DVI 50Hz	X	X	0	0	0	0	0
HDMI / DVI 60Hz	0	0	0	X	0	0	0
色差端子	0	0	0	0	0	0	0

- 7 數位聲音輸出(光纖)
 - 連接到數位音訊元件。
 - ② 在將數位音訊系統連接到數位聲音輸出(光纖)插孔後:減小電視的音量,並用系統的音量控制來調節系統的音量等級。
 - ② 在電視連接到支援 5.1聲道的外部裝置時,可能實現 5.1聲道音訊。
- 8 USB
 - 此連接器用於軟體升級和媒體播放等。
- 9 聲音輸出
 - 將音訊接收設備與電視後面板的音訊輸出埠相連。
- **①** 维修
 - 僅用於維修目的的連接。

- ② 您最遠可以在距離電視大約 23 英呎處使用遙控器。
- ② 遙控器的性能可能受強光的影響。
- ② 產品的顏色和形狀可能因型號而異。
 - 電源:開啟和關閉電視。
 - ② 電視:直接選擇電視模式。
 - **3** 數字按鈕:您可以按數字按鈕更 改頻道。
- 确认按鈕□:執行與方向鍵中的□ 鍵相同的功能。在使用數字按鈕切換頻道時,只需要按下頻道編號,然後按□ 按鈕,即可立即切換頻道。
- 每道:用於在螢幕上顯示頻道列表。
- **6** 工具:用於快速選擇常用功能。
- **7** 訊息:按此按鈕在電視螢幕上顯 示資訊。
- ❸ 彩色按鈕:在頻道列表、Media play 等功能表中使用這些按鈕。
- 9 -音量+:按此按鈕可增大或減小音量。
- 靜音:按此按鈕暫時關閉聲音。
- 1 MEDIA.P:您可以用其播放音樂和照片。
- ☑ SRS:按此按鈕選擇 SRS TS XT。
- 錄影機/DVD功能(倒轉、停止、 播放/暫停、快轉)
- → 關/閉:按此按鈕,遙控器按鈕發 光。此功能方便使用者在夜晚和 光線昏暗處使用遙控器。

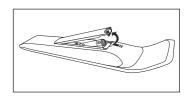
- **⑤** 回復:讓您可以返回到最近觀看的頻道。
- 16 選單:顯示主螢幕功能表。
- 喜愛頻道:按此按鈕切換到喜愛的頻道。
- 18 返回:返回上一功能表。
- ① 上▲ / 下▼ / 左▼ / 右▶ /□ : 用於選擇螢幕功能表項目和變更功能表值。
- 20 退出:按此按鈕可結束功能表。
- ② 訊號源:按此按鈕顯示和選擇可 用視訊來源。
- ❷ 頻道 ヘ / 頻道 ∨:按此按鈕 變更頻道。
- ❷ 影像尺寸:按此按鈕選擇影像尺寸。
- ② 無線:按此按鈕選擇【數位】或 【類比】。
- **②** 字幕.:數位字幕顯示。
- ⁴ 指南:此按鈕用於啟動MHEG(多 媒體和超媒體信息編碼專家組) 中的 EPG 圖示信息。



安裝遙控器電池

- 1. 如圖所示,向上抬起遙控器後蓋。
- 2. 安裝兩節 AAA 規格的電池。
- ② 確保電池的正極和負極如電池盒內的示意圖所示。
- 3. 裝回後蓋。
 - ② 如果長時間不用遙控器,請取出電池並將電池放在涼爽乾燥的地方保存。
 - ☑ 如果遙控器不工作,請進行下列檢查:一 是否打開了電視機?

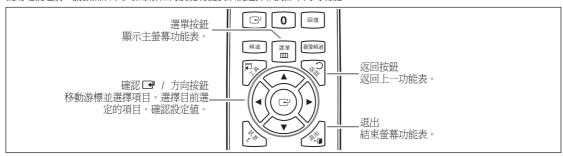
 - 電池的正負極是否倒裝?
 - 電池電量是否耗盡?
 - 是否斷電或者未插入電源線?
 - 附近是否有特殊的螢光或氖光訊號?



操作

檢視功能表

使用電視之前,請按照以下步驟瞭解如何瀏覽功能表以便選擇和調節不同的功能。



□ OSD (螢幕顯示) 的操作

訪問步驟可能視所選功能表而異。

- 1. 按選單按鈕。
- 2. 螢幕上將會出現主功能表。功能表左側的圖標有:影像,音效,頻道,設定,輸入,應用,支援。
- 3. 按 ▲ 或 ▼ 按鈕選擇其中一個圖標。
- 4. 然後按 ☑ 按鈕訪問圖標的子功能表。
- 5. 按 ▲ 或 ▼ 按鈕選擇圖標的子功能表。
- 6. 按 ◀ 或 ▶ 按鈕減小或增大特定項目的値。調節屏幕顯示項視所選功能表而異。
- 7. 按 母 按鈕以完成設定。按退出按鈕結束。











即插即用功能

初次開啟電視後,將先後自動出現選單,可以進行基本設定。

- 1. 按遙控器上的電源按鈕。將顯示「選擇選單的語言」訊息。按 ☑ 按鈕。按 ▲ 或 ▼ 按鈕選擇合適的語言。按 ☑ 按鈕確認選擇。
- 2. 按 ◀ 或 ▶ 按鈕選擇「商場展示」或「家庭使用」,然後按 🕒 按鈕。
 - ② 我們建議將電視設定爲「家庭使用」模式,以便在家庭環境中取得最佳畫 質。
 - ☑ 「商場展示」模式只適用於零售環境。
 - ② 如果電視被意外設定爲商場展示模式,而您想要返回家庭使用(標準)模式:請按電視上的音量按鈕。在顯示音量功能表時,按住電視上的選單按鈕 5 秒鍾。
- 3. 按 ▲ 或 ▼ 按鈕選擇無線,有線或自動,然後按 🗗 按鈕。
 - 無線:無線天線訊號。
 - 有線:有線天線訊號。
 - 自動:無線和有線天線訊號。
- 4. 按 ▲ 或 ▼ 按鈕選擇要記憶的頻道來源。按 🕒 按鈕選擇開始。
 - 數位&類比:數位和類比頻道。
 - 數位:數位頻道。
 - 類比:類比頻道。
 - ② 頻道搜索會自動開始和結束。
 - ☑ 可隨時按 🖪 按鈕中斷搜索過程。
 - ② 在儲存了所有可用的頻道之後,將顯示「時鍾設置」訊息。
- 5. 按 🗗 按鈕。按 🛦 或 ▼ 按鈕選擇自動,然後按 🗗 按鈕。
 - ② 如果您選擇手動,將顯示設置當前日期和時間。
 - ② 如果您收到了一個數位訊號,將自動設定時間。否則,選擇手動以設定時鐘。
- 6. 將顯示可提供最佳高清畫質的連接方法的說明。檢視說明並按 ♂ 按鈕。
- 7. 將顯示信息:請欣賞您的電視,按確認按鈕欣賞電視。
 - ② 即使不按確認按鈕資訊也會在幾秒後自動消失。

如果您要重設此功能...

- 1. 按選單按鈕顯示功能表。按 ▲ 或 ▼ 按鈕選擇設定,然後按 🕒 按鈕。
- 2. 再次按 🗗 按鈕選擇即插即用。
- 3. 輸入 4 位數的密碼。新電視的預設密码是「0-0-0-0」。
 - ② 如果想要變更密碼,請使用更改密碼功能。
 - ☑ 「即插即用」功能僅在電視模式下可用。

頻道控制

| 設定頻道功能表

□ 天線

電視可以記憶無線和有線頻道。

- ② 如果天線連接至無線(數位),請選擇無線;如果連接至有線(類比),請選擇有線。
- ② 如果同時連接了無線(數位)和有線(類比),請選擇您想要的天線輸入。
- ② 如果未正確選擇天線輸入,螢幕上會出現雜訊。



新增的頻道

頻道列表 網道模式



□ 自動選台

您可以掃描可用的頻率範圍(可用性取決於所在國家或地區)。 自動分配的節目號碼可能與實際或想要的節目號碼不符。

如果使用頻道童鎖功能鎖定了頻道,將會出現輸入密碼視窗。

■ 無線/有線/自動

- 無線:無線天線訊號。
- 有線:有線天線訊號。
- 自動:無線和有線天線訊號。

如果天線連接至無線(數位),請選擇「無線」;如果連接至有線(類比),請選擇「有線」。

如果同時連接了無線(數位)和有線(類比),請選擇「自動」。

要記憶的天線來源

按 27 工具按鈕顯示工具功能表。您還可以選擇工具 → 改用有線/改用無線。

■ 數位&類比/數位/類比

- 數位&類比:數位和類比頻道。
- 數位:數位頻道。
- 類比:類比頻道。
- 層 掃描能夠接收有效廣播電台的所有頻道,並將其儲存至電視記憶體中。
- ☑ 如果您要停止自動儲存,請按 🖪 按鈕。

將會顯示「您願意放棄自動選台選擇嗎?」訊息。

按 ◀ 或 ▶ 按鈕選擇是,然後按 🗗 按鈕。

□ 數位手動選台

手動儲存數位頻道。

- 頻道:使用 ▲、▼ 或數字按鈕設定頻道號碼。
- 頻率:使用數字按鈕設定頻率。
- 頻寬:使用 ▲、▼ 或數字按鈕設定頻寬。
- 掃描完成後,將會更新頻道列表中的頻道。
- 季動掃描頻道並將其儲存到電視記憶體中。
- ② 如果使用頻道童鎖功能鎖定了頻道,將會出現輸入密碼視窗。

□ 時間表指南/迷你指南

② 此功能可能不受支援,這視您所在國家或地區而定。

EPG(電子節目指南)資訊由廣播公司提供。節目條目可能因指定頻道所廣播的資訊而顯示空白或過時。如果有可用新資訊,該顯示會動態地及時更新。

🖺 您還可以按指南按鈕顯示指南功能表。(要設定預設指南,請參閱說明。)

■ 時間表指南

按時間順序顯示一小時內的節目資訊。及時向前或向後捲動,可能顯示兩小時內的節目資訊。

■ 迷你指南

將從目前節目開始,按照節目開始的時間順序在目前頻道的迷你指南螢幕上按行顯示每個節目的資訊。

- □ 預設指南→時間表指南/迷你指南
 - ② 此功能可能不受支援,這視您所在國家或地區而定。 您可以決定在按下遙控器上的指南按鈕時,是顯示時間表指南還是迷你指南。
- □ 頻道列表

有關使用頻道列表的詳細步驟,請參閱頻道管理的說明。只需按遙控器上的頻道按鈕即可選擇這些選項。

□ 頻道模式

按頻道▲/✔按鈕時,将在所選的頻道模式列表内切换頻道。

□ 微調

如果接收效果清晰,您不必微調頻道,因爲這在搜索和儲存操作期間就自動進行了。如果訊號微弱或失真,您可能不得不手動微調頻道。

- ② 在頻道橫幅中,已儲存的微調頻道在頻道號碼的右側會有星號「*」標記。
- ② 要重設微調,按 ▲ 或 ▼ 按鈕選擇重設,然後按 🕞 按鈕。
- ② 只有類比電視頻道可以微調。
- □ LNA (低雜訊放大器)

如果電視在訊號微弱的區域工作,LNA 功能可以改善接收效果(低雜訊前置放大器可以增強接收到的訊號)。

使用時間表/迷你指南





② 觀賞	
要	請
觀看 EPG 清單中的節目	按 ▲、▼、◀、▶ 按鈕選擇節目。
退出指南	按藍色按鈕。
如果選擇了下一個節目,此節目將被預定,並帶有一 鐘圖示將會消失。	個時鐘圖示。如果再次按 □ 按鈕,則可按 ◀、▶ 按鈕選擇取消預定,時
檢視節目資訊	按 ▲、▼、▲、▶ 按鈕選擇想要的節目。
	然後在所選節目高亮顯示時按訊息按鈕。
	節目標題會在螢幕中上方顯示。
在"迷你指南"和"時間表指南"之間轉換	反復按紅色按鈕。
在時間表指南中	
快速向後滾動(24 小時)。	反復按綠色按鈕。
快速向前滾動(24 小時)。	反復按黃色按鈕。
在迷你指南中	
快速顯示上一頁。	按◀◀按鈕。
快速顯示下一頁。	按▶▶按鈕。

■ 頻道管理

使用此功能表,可以新增/刪除或設定喜愛的頻道等。

■ 全部的頻道

顯示目前可用的所有頻道。

■ 新增的頻道

顯示所有新增的頻道。

■ 喜愛的頻道

顯示所有喜愛的頻道。

图 要選擇您設定的喜愛頻道,請按遙控器上的喜愛頻道按鈕。

■ 計時器記錄

選擇目前預約的所有節目。

- ❷ 在全部的頻道,新增的頻道或喜愛的頻道列表中,按 ▲ / ▼ 按鈕選擇頻道,然後按 🗗 按鈕,可以觀看所選頻道。
- ② 對頻道列表使用彩色按鈕
 - 紅色 (天線):在無線和有線之間切換。
 - 綠色 (縮放):放大或縮小頻道信息。
 - 黃色(選擇):選擇多個頻道。您可以同時對多個頻道執行新增/刪除,新增爲喜愛的頻道/從喜愛的頻道中刪除或鎖定/解鎖功能。按黃色按鈕選擇所需頻道,然後按工具按鈕,以同時設定選擇的所有頻道。
 - 工具:顯示刪除(或新增),新增爲喜愛的頻道(或從喜愛的頻道中刪除),鎖定(或解鎖),定時收看,編輯頻道名稱, 頻道號碼編輯,全選,取消全部選擇或自動選台功能表。(選項功能表可能因具體情況而異。)

② 頻道狀態顯示圖示

Α	類比頻道。	✓	按黃色按鈕選擇的頻道。
•	設定爲喜愛頻道的頻道。	ď	當前正在廣播的節目。
	鎖定的頻道。	(b)	預約的節目。

頻道列表選項功能表(在全部的頻道/新增的頻道/喜愛的頻道中)

- ② 按工具按鈕使用選項功能表。
- ② 選項功能表項目可能視頻道狀態而異。

■ 新增/刪除

您可以刪除或新增頻道以顯示想要的頻道。

- 所有刪除的頻道將顯示在全部的頻道功能表上。
- 灰色的頻道表示該頻道已被刪除。
- 新增功能表僅出現在已刪除頻道上。
- ② 您也可以用同樣的方式刪除新增的頻道或喜愛的頻道列表中的頻道。
- 新增爲喜愛的頻道/從喜愛的頻道中刪除

您可以將經常觀看的頻道設爲喜愛的頻道。

- ② 該頻道旁將顯示 ♥ 符號,表示該頻道已被設定爲喜愛的頻道。
- 所有喜愛的頻道都會顯示在喜愛的頻道列表中。
- ② 按 ☐ 工具按鈕顯示工具功能表。您還可以選擇工具 → 新增到喜愛頻道設定新增到喜愛頻道功能表。

■ 鎖定/解鎖

您可以鎖定頻道,使該頻道無法被選擇和檢視。此功能只有在頻道童鎖設定爲開啟時才可用。(請參閱第 23 頁)

- ❷ 會出現輸入密碼螢幕。請輸入 4 位數的密碼。
- ☑ 新電視的預設密碼爲 0-0-0-0。您可以從功能表中選擇更改密碼來變更密碼。
- ☑ 將會顯示 🗎 符號,並且頻道將鎖定。





■ 定時收看

如果您預約了一個想要觀看的節目,則頻道會自動切換到頻道列表中的預約頻道;即便您在觀看另一個頻道亦會如此。要預約節目,請先設定目前的時間。(請參閱第 20 頁。)

- 図 只能預約已記憶的頻道。
- ② 您可以按遙控器上的數字按鈕直接設定頻道、日、月、年、小時和分鐘。
- ② 預約節目將在計時器記錄列表上顯示。
- ② 數位節目指南和檢視節目預約

在選擇了一個數位頻道後按 ▶ 按鈕,將出現該頻道的節目指南。您可以根據上述步驟預約節目。

■ 編輯頻道名稱(僅限類比頻道)

可以編輯頻道名稱,以便其名稱可以在頻道被選擇時顯示。

- ② 數位廣播頻道的名稱會自動指定,不能重新命名。
- 頻道號碼編輯(僅限數位頻道)
 - 您還可以按遙控器上的數字按鈕來編輯頻道號碼。
- 全選/取消全部選擇
 - 全選:您可以選擇頻道列表中的所有頻道。
 - 取消全部選擇:您可以按工具按鈕取消對所有選定頻道的選擇。
 - ② 您可以同時對多個頻道執行新增/刪除,新增爲喜愛的頻道/從喜愛的頻道中刪除或鎖定/解鎖功能。按黃色按鈕選擇所需頻道並按工具按鈕,以同時設定選擇的所有頻道。
 - ☑ ✓ 標記出現在所選頻道的左側。
 - 夕 存有選定的頻道時,您才可以選擇取消全部選擇功能表。
- 自動選台
 - ☑ 有關設定選項的更多詳情,請參閱第9頁。
 - 如果使用頻道童鎖功能鎖定了頻道,將會出現輸入密碼視窗。

頻道列表選項功能表(在計時器記錄中)

您可以檢視、修改或刪除預約節目。

- ② 按工具按鈕使用選項功能表。
- 修改預定

選擇此選項以變更節目觀看預約。

■ 取消定時

選擇此選項以取消節目觀看預約。

■ 預定資訊

選擇此選項以檢視節目觀看預約。(您還可以修改預約資訊。)

■ 全選

選擇所有預約的節目。



影像控制

設定影像功能表

□ 模式

您可以根據您的觀看要求選擇最適合您的影像類型。

動態

選擇在明亮的房間中觀看高清晰顯示的影像。

■ 標準

選擇在正常環境中觀看最佳顯示的影像。

■ 白然

選擇最適宜和眼部舒適的顯示畫面。

■ 電影

選擇在黑暗的房間中觀看舒適顯示的影像。

□ 背光源/對比度/亮度/清晰度/色度/色調

電視有多個用於控制影像質量的設定選項。

- 背光源:調整 LED 面板的背光源亮度。
- 對比度:調整物件和背景之間的亮度和暗度。
- 亮度:調整整個螢幕的亮度。
- 清晰度:調整影像的边缘清晰度。
- 色度:調整顏色,使顏色更亮或更暗。
- 色調:調整物件的顏色,使物件更紅或更綠,從而使其外觀更加自然。
- ② 選擇一個模式進行調整,調整後的參數將被储存在這個模式下。
- ② 當您更改對比度,亮度,清晰度,色度,色調時,螢幕顯示功能表也會相應的進行調整。
- ▼ 在 PAL 系統的類比電視,您無法使用色調功能。
- 在電腦模式下,您只能變更背光源、對比度和亮度。
- ② 您可對連接至電視輸入的各個外部裝置的設定進行調整和儲存。
- ② 降低畫面亮度能顯著降低電視機在使用過程中的能耗,也能爲您降低電視機的運行成本。

□ 進階設定

三星的新型電視讓您可以做出比之前型號更精確的影像設定。

- 進階設定在標準或電影模式下可用。
- ② 在電腦模式下,您只能變更進階設定項目中的動態對比度、伽瑪和白平衡。
- 黑色色調 →關閉/加深/更深/最深

您可以選擇螢幕的黑色水准以調整螢幕的黑色程度。

■ 動態對比度 → 關閉/低/中/高

您可以將螢幕對比度調整爲最佳的對比度。

■ 伽瑪

您可以調整初始顏色(紅色,綠色和藍色)的敏感度。

■ 色彩範圍

「色彩範圍」是一種由紅色、綠色和藍色組成的色彩矩陣。選擇您最喜愛的「色彩範圍」以體驗最自然的色彩。

- 自動: 自動色彩範圍會根據節目源自動調整至最自然的色溫。
- 原本:廣域色彩範圍提供深且豐富的色溫。
- 個人設定:根據您的喜好調整色彩範圍。
 - 2 自訂「色彩範圍」
 - 色度 → 紅色/綠色/藍色/黃色/青色/紫紅色
 - 根據您的喜好調整色彩範圍。色彩範圍設爲個人設定時色彩才可用。
 - 紅色/綠色/藍色: 在色彩中,您可以調整所選色彩 RGB 値。
 - 重設:將色彩空間重設爲預設値。





■ 白平衡

您可以調整色溫以實現更自然的影像色彩。

- 紅截止/綠截止/藍截止/紅色增益/綠色增益/藍色增益:變更調整值會更新已調整的畫面。
- 重設:先前調整的白平衡將被重設爲出廠預設値。

■ 膚色

您可以在影像中突出粉紅膚色。

- 愛 變更調整值會更新已調整的畫面。
- 邊緣增強 → 關閉/開啟

您可以強調影像中的物體邊界。

■ xvYCC → 關閉/開啟

在連接至 HDMI (YCbCr 4:4:4 和 YCbCr 4:2:2)或色差端子的外部裝置(例如:DVD 播放器)觀看電影時,將 xvYCC 模式設定爲 開啟可以豐富細節和色彩範圍。

② 在影像模式設爲電影,且外部輸入設爲 HDMI 或色差端子模式時,xvYCC 才可用。

□ 影像選項

- ② 在電腦模式下,您只能變更影像選項項目中的色溫和尺寸。
- 色溫 → 冷/正常/暖1/暖2/暖3

您可以選擇最適合眼睛觀看的色調。

- ② 您可對連接至電視輸入的各個外部裝置的設定進行調整和儲存。
- ☑ 暖1/暖2/暖3僅在影像模式爲電影時可用。

■ 尺寸

您可以根據您的觀看要求選擇最合適的影像尺寸。

- ② 按 刀工具按鈕顯示工具功能表。您還可以透過選擇工具 → 影像尺寸設定尺寸。
- 自動寬螢幕:自動將影像尺寸調整爲 16:9 的長寬比例。
 - ☑ 此功能可能不受支援,這視您所在國家或地區而定。
- 16:9:將影像尺寸調整爲 16:9,以適合 DVD 或寬螢幕廣播
- 寬度放大:可以將影像尺寸放大到 4:3 以上。
- 放大:放大 16:9 的寬螢幕影像(沿垂直方向)以符合螢幕尺寸。
- 4:3:這是視訊電影或普通廣播的預設値。
- 適合螢幕大小:在輸入訊號爲 HDMI (720p / 1080i / 1080p) 或色差端子(1080i / 1080p) 時,使用此功能觀看全螢幕影像可使畫面流暢,沒有任何中斷。
- 影像尺寸選項會因輸入來源而異。
- ☑ 可用項目可能因所選模式而異。
- ② 在電腦模式下,僅可調整 16:9 和 4:3 模式。
- ② 您可對連接至電視輸入的各個外部裝置的設定進行調整和儲存。
- ② 若使用本設備檢視靜態影像超過兩小時,則可能會暫時出現螢幕殘影現象。
- ② 寬度放大: 按 ▶ 按鈕選擇位置,然後按 ☐ 按鈕。按 ▲ 或 ▼ 按鈕向上/向下移動畫面。然後按 ☐ 按鈕。
- ② 放大:按 ▶ 按鈕選擇位置,然後按 ☑ 按鈕。按 ▲ 或 ▼ 按鈕向上和向下移動影像。然後按 ☑ 按鈕。按 ▶ 按鈕選擇尺寸,然後按 ☑ 按鈕。按 ▲ 或 ▼ 按鈕沿垂直方向放大或縮小影像尺寸。然後按 ☑ 按鈕。
- ② 在 HDMI (1080i / 1080p) 或色差端子(1080i / 1080p) 模式中選擇適合螢幕大小後:按 ◀ 或 ▶ 按鈕選擇位置。使用 ▲、▼、◀ 或 ▶ 按鈕移動影像。

重設:按 ◀ 或 ▶ 按鈕選擇重設,然後按 🗗 按鈕。您可以初始化設定。

- ② 如果您使用適合螢幕大小功能和 HDMI 720p 輸入,將會如適合螢幕大小功能一樣在頂部、底部、左側和右側切掉一條線,此時畫面位置不可調。
- 螢幕模式→ 16:9 / 寬度放大 / 放大 / 4:3
 - ② 此功能可能不受支援,這視您所在國家或地區而定。

在 16:9 寬螢幕電視上將影像尺寸設爲自動寬螢幕時,您可以確定觀看 4:3 WSS(寬螢幕服務)影像或空白內容時需要的影像尺寸。

- 16:9:將影像設定爲 16:9 的寬螢幕模式。
- 寬度放大:可以將影像尺寸放大到 4:3 以上。
- 放大:將螢幕上的影像尺寸沿垂直方向放大。
- 4:3:將影像設定爲 4:3 的正常模式。
 - 此功能在自動寬螢幕模式下可用。
 - ② 此功能在電腦、色差端子或 HDMI 模式下不可用。

■ 數位降噪 → 關閉/低/中/高/自動

如果電視接收的廣播訊號微弱,您可以啟動「數位降噪」功能,幫助減少螢幕上可能出現的任何靜態影像和殘影。

② 在訊號微弱時,請選擇其他選項,直至顯示最佳影像爲止。

■ HDMI 黑色等級 → 正常/低

您可以選擇螢幕的黑色等级以調整螢幕的黑色程度。

- ② 只有在外部輸入裝置連接至 HDMI (RGB 訊號)時,才能開啟此功能。
- 電影模式 → 關閉/自動1/自動2

對電視進行設定,讓其能夠自動偵測和處理所有來源中的電影訊號,並對影像作出相應調整,以取得最佳品質。

- ② 電影模式在電視, AV, 色差端子(480i/1080i)和 HDMI (480i/1080i)模式下可用。
- 120Hz Motion Plus →關閉/清晰/標準/流暢/個人設定/展示

消除動態場景中的拖影現象,以提供更清晰的影像。

② 此功能在電腦模式中不可用。

如果啟用 120Hz Motion Plus,螢幕上可能出現雜訊。若發生這種情況,請將 120Hz Motion Plus 設爲關閉或選擇其他選項。

- 關閉:設置120Hz Motion Plus 功能關閉.
- 清晰:將120Hz Motion Plus 設定爲清晰。提供快速移動場景的清晰畫面。
- 標準:將120Hz Motion Plus 設定爲標準。
- 流暢:將120Hz Motion Plus 設定爲流暢。提供快速移動場景的流暢畫面。
- 個人設定:根據您的喜好調整模糊和顫動消減程度。
 - 模糊消減:調整視訊來源的模糊消減等級。
 - 顫動消減:調整含電影訊號的視訊來源的顫動消減等級。
 - 重設:重設個人設定。
- 展示:顯示 120Hz Motion Plus 開啟和關閉模式之間的區別。
- 僅藍色模式→關閉/開啟

此功能供 AV 裝置檢測專家使用。此功能透過移除視訊訊號中的紅色和綠色訊號而僅顯示藍色訊號,以便提供藍濾鏡效果,用於調整視訊設備(如 DVD 播放器、家庭劇院等)的色彩和色度。使用此功能,您可以將色彩和色度調整爲喜爱値,以適合使用紅/綠/藍/黃/青/紫紅色色條圖的各種視訊裝置的訊號水平,而無需使用額外的藍濾鏡。

- ☑ 僅藍色模式在影像模式設爲電影或標準時可用。
- □ 影像重設 → 重設影像模式/取消

將所有影像設定重設為預設值。

☑ 重設影像模式:當前影像設置還原爲預設値。

■ 設定電腦軟體(基於 Windows XP)

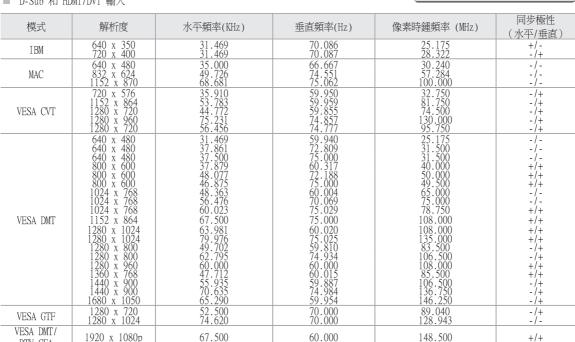
以下顯示了典型電腦的 Windows 顯示設定。 電腦上的實際畫面可能因特定 Windows 版本和視訊卡而異。然而,即使實際畫面看起來不同,相同的基本設定資訊幾乎在所有情況下都適用。(否則,請聯絡電腦製造商或三星經銷商。)

- 1. 首先,按 Windows 開始功能表上的「控制面板」。
- 2. 在出現控制面板視窗時,點擊「顯示」,將會出現一個顯示對話方塊。
- 3. 瀏覽到顯示對話方塊上的「設定」標籤。
- 正確的尺寸設定値(解析度):最佳爲 1920 X 1080 像素。
- 如果顯示設定值對話方塊上存在垂直頻率選項,則正確的值爲「60」或「60 Hz」。否則,只需按「確定」並結束對話方塊即可。

顯示模式

畫面位置和尺寸都將因電腦顯示器的類型及解析度而異。建議使用表中的解析度。

■ D-Sub 和 HDMI/DVI 輸入



- ② 在使用 HDMI/DVI 纜線連接時,您必須使用 HDMI 1(DVI) 插孔。
- ② 不支援隔行掃描模式。

DTV CEA

- ② 若選擇了非標準視訊格式,電視可能無法正常工作。
- ② 支援「独立」和「複合」模式。不支援 SOG。
- ☑ 在高解析度模式(1920x1080 或 1600x1200)下, VGA 纜線太長或品質不佳可能會導致影像出現雜訊。



■ 設定電視的電腦畫面

② 預設:按訊號源按鈕以選擇電腦模式。

□ 自動調整

自動調整可讓電視的電腦畫面根據輸入的電腦視訊訊號自我調整。微調、粗調和位置的值均可 自動調整。

- ② 此功能在 DVI-HDMI 模式中不可用。

□ 螢幕

■ 粗調/微調

畫質調整的目的是消除或減少影像雜訊。如果單用微調無法消除雜訊,則儘量將頻率調整好(粗調)再微調。在雜訊減少之後,重新調整影像,使其位於螢幕的中心位置。

■ 電腦位置

在電腦畫面的位置不適合電視螢幕時調整其位置。按 ▲ 或 ▼ 按鈕調整垂直位置。按 ■ す ▼ 按鈕調整水平位置。

■ 影像重設

您可以用出廠預設值取代所有影像設定。



音效控制

▮ 設定音效功能表

■ 模式 → 標準/音樂/電影/清晰語音/個人設定

您可以按個人喜好選擇聲音模式。

❷ 按 ┛ 工具按鈕顯示工具功能表。您還可以透過選擇工具 → 音效模式來設定聲音模式。

□ 等化器

您可按照個人喜好調整聲音設定。

■ 模式

您可以按個人喜好選擇聲音模式。

■ 平衡

控制左右揚聲器的平衡。

■ 100Hz / 300Hz / 1KHz / 3KHz / 10KHz (頻寬調整)

調整不同頻寬頻率的水平

■ 重設

將均衡器設定重設為預設値。

□ SRS TruSurround HD → 關閉/開啟

SRS TruSurround HD 是一種 SRS 專利技術,可解決透過雙揚聲器播放 5.1 多聲道內容的難題。TruSurround 可透過包括電視揚聲器在內的任何雙揚聲器播放系統提供出色的虛擬環繞聲效果。它與所有多聲道格式完全相容。

図 按 刀 工具按鈕顯示工具功能表。您還可透過選擇工具 → SRS TS HD 來設定 SRS TruSurround HD。

□ 音頻語言(僅限數位頻道)

您可以變更音訊語言的預設值。顯示輸入音訊流的語言資訊。

- ② 觀看數位頻道時,可以選擇此功能。
- ② 您只可從被廣播的實際語言中選擇語言。
- □ 音頻格式 → MPEG / Dolby Digital / 高級 (僅限數位頻道)

當主揚聲器和音頻接收器同時發出聲音的時候,由於主揚聲器和音頻接收器的解碼速度不同可能會出現環繞回聲的現象。在這種情況下,請使用電視揚聲器功能。

- ② 觀看數位頻道時,可以選擇此功能。
- ② 音頻格式是由您所接收到的數位電視訊號所決定的。
- □ 多聲道 (MTS) (僅在類比模式下多聲道功能可用)
 - 單聲道:接收單聲道訊號或立體聲訊號弱時,請選擇此模式。
 - 立體聲:接收立體聲訊號時, 請選擇此模式。
 - SAP:選擇 SAP 收聽分離的聲音節目,通常是外文節目的音譯(Separate Audio Program)。
 - ② 多聲道功能僅在類比模式下可用。
 - ② 您可以根據接收的具體訊號節目來選擇收聽單聲道,立體聲或 SAP。
- □ 自動音量 → 關閉/開啟

每個廣播電台的訊號狀況各不相同,因此每次在頻道變更後調整音量並不輕鬆。此功能讓您可以自動調整所需頻道的音量,方法是 在調變訊號高時降低聲音輸出,或者在調變訊號低時提高聲音輸出。



□ 選擇揚聲器 → 外部揚聲器/電視揚聲器

若想透過獨立揚聲器聽聲音,請取消內部放大器。

- ② 在選擇揚聲器設爲外部揚聲器時,音量和靜音按鈕不起作用。
- 如果您在選擇揚聲器功能表中選擇了外部揚聲器,聲音設定將會受到限制。

	電視內部揚聲器	到聲音系統的音訊輸出(光纖、左/右輸出)
	電視、AV、色差端子、電腦、HDMI	電視、AV、色差端子、電腦、HDMI
電視揚聲器	揚聲器輸出	聲音輸出
外部揚聲器	靜音	聲音輸出
視訊無訊號	靜音	靜音

□ 音效重設 → 重設所有/音效模式重設/取消

您可以將聲音設定還原爲出廠預設值。

② 音效模式重設:目前的聲音值還原爲預設值。

■選擇聲音模式

您可在工具功能表中設定聲音模式。在設為 Dual 1 11 時,螢幕上將會顯示目前的聲音模式。

	音訊類型	雙聲道 1/2	預設
	單聲道	單聲道	自動變更
A2 立體聲	立體聲	立體聲←→單聲道	
	雙聲道	雙語 1←→雙語2	DUAL 1
	單聲道	單聲道	自動變更
NICAM 立體聲	立體聲	單聲道←→立體聲	
NICAM 五胞針	雙聲道	→ 單聲道←→雙語 1 — 雙語2 ←——	DUAL 1

- ② 如果立體聲讯号較弱的時候,電視機將自動切換爲單聲道。
- ☑ 此功能僅在立體聲訊號中用。在單聲道訊號中將停用。
- ② 此功能僅在電視模式下可用。

設定

| 設定功能表

- □ 即插即用
 - 即插即用的內容請參見第8頁。
- □ 語言 → 中文/English 您可以選擇所需要的語言。
- 間制
- 時鍾

爲了使用電視的各種定時器功能,有必要設定時鐘。

- ② 每次按訊息按鈕時將顯示目前的時間。
- ☑ 若拔下電源線,則必須重新設定時鐘。
- 時鐘模式

您可以手動或自動設定目前的時間。

- 自動:是根據數位電視廣播訊號內所包含的時間資訊進行的設定。
- 手動:由您自己根據當前時間進行設定。
- 時鐘設定

您可以手動設定目前的時間。

- ② 您可以按遙控器上的數字按鈕直接設定日、月、年、時和分。
- 睡眠計時器 → 關閉/30分鐘/60分鐘/90分鐘/120分鐘/150分鐘/180分鐘

經過預設時間(30、60、90、120、150 和 180 分鐘)後,睡眠定時器會自動關閉電視。

- ☑ 要取消睡眠計時器功能,請選擇關閉。
- ② 按 2 工具按鈕顯示工具功能表。您還可以透過選擇工具 → 睡眠計時器設定睡眠計時器。
- 定時器1/定時器2/定時器3

可作出三種不同的開機/關機定時器設定。您必須先設定時鐘。

- 開機定時器:設定小時、分鐘,以及啟用 / 不啟用。(要啟用具有所選設定的定時器,請設爲啟用。)
- 關機定時器:設定小時、分鐘,以及啟用 / 不啟用。(要啟用具有所選設定的定時器,請設爲啟用。)
- 音量:選擇想要的開機音量。
- 訊號源 → 電視/USB

您可以選擇在電視開啟時播放電視或 USB 裝置中的內容。選擇電視或 USB。(確保 USB 裝置已連接至電視。) ② 在 USB 中只有一個照片檔案時,無法執行投影片播放。

天線(在訊號源設爲電視時)

選擇無線、數位無線或有線。

頻道(在訊號源設爲電視時)

選擇所需頻道。

• 資源(在訊號源設為 USB 時)

您可以選擇 USB 裝置中的一個資料夾,以在電視自動開啟時播放其中的音樂或照片檔案。

- 重復:選擇一次,每天,週一~週五,週一~週六,週六~週日或手動。
 - ② 在選擇了手動時,按 ▶ 按鈕選擇所需日期。在所需日期上按 🕒 按鈕,將出現 🗸 標記。
- ② 您可以按遙控器上的數字按鈕來設定小時、分鐘和頻道。
- ② 自動關機

在定時器設爲啟用時,如果電視被定時器開啟後 3 小時內無人操作,電視最終會關閉。此功能僅在定時器爲啟用的模式下可用,可防止電視因開啟太長時間而過熱。



□ 遊戲模式 → 關閉/開啟

在連接到遊戲機(如 PlayStation™ 或 Xbox™) 時,您可以選擇遊戲功能表,以享受更加逼真的遊戲體驗。

- ☑ 遊戲模式限制(注意)
 - 如要斷開遊戲機並連接另一台外部裝置,請在設定功能表中將遊戲模式設爲關閉。
 - 如果在遊戲模式中顯示電視功能表,則螢幕會略微抖動。
- ② 遊戲模式在電視和電腦模式下不可用。
- ② 如果外部裝置連接到電視時影像顯示不佳,請檢查遊戲模式是否爲開啟。請將遊戲模式設爲關閉並連接外部裝置。
- ② 如果遊戲模式爲開啟:
 - 影像模式會自動變爲標準;音效模式會自動變爲個人設定。使用者不能將這些模式變更爲其他模式。
 - 音效功能表中的音效模式將被停用。請使用均衡器調整聲音。
 - 音效重設功能將被啟用。在設定均衡器後選擇音效重設功能,可以將均衡器設定重設爲出廠預設值。

□ BD Wise → 關閉/開啟

爲支援 WISESYNC 的三星 DVD、藍光和家庭劇院系統產品提供最佳畫質。將它們連接到電視時,您可以欣賞更加精美的畫面。

- ☑ 使用 HDMI 纜線連接支援電視和 BD Wise 的三星產品。
- ② 在將 BD Wise 設爲開啟時,影像模式會自動變爲最佳解析度。
- 図 BD Wise 在 HDMI 模式下可用。

□ 頻道童鎖 → 關閉/開啟

此功能透過屏蔽視訊和音訊,防止未經授權的使用者(例如兒童)觀看不宜的節目。

- ② 在設定畫面出現之前,將會出現密碼輸入畫面。輸入 4 位數的密碼。
- 新電視的預設密碼為 0-0-0-0。您可以從功能表中選擇更改密碼來變更密碼。
- ❷ 您可以鎖定頻道列表中的某些頻道。(請參閱第 11 頁)
- 類道童鎖僅在電視模式下可用。

□ 更改密碼

您可以變更設定電視所需的個人識別號碼。

- ② 在設定畫面出現之前,將會出現密碼輸入畫面。輸入 4 位數的密碼。
- ☑ 新電視的預設密碼爲 0-0-0-0。
- ② 如果忘記密碼,可按以下順序依次按遙控器上的按鈕,將密碼重設爲 0-0-0-0:電源(關機) → 靜音 → 8 → 2 → 4 → 電源(開機)。

□ 字慕

您可以啟用和停用字幕。使用此功能表設定字幕模式。該功能表下的正常爲基本字幕,聽力輔助是用於聽障人士的字幕。

■ 字幕 → 關閉 / 開啟

開啟或關閉字幕。

■ 模式 → 正常 / 聽力輔助

設定字幕模式。

■ 字幕語言

設定字幕語言。

- ② 如果您觀看的節目不支援聽力輔助功能,即使選擇了聽力輔助模式,正常也會自動啟動。
- ② 如果所選語言在廣播中不可用,英語將成爲預設語言。
- 您只需按遙控器上的字幕按鈕即可選擇這些選項。

□ 優先選擇

■ 第一音頻語言/第二音頻語言/第一字幕語言/第二字幕語言

使用此功能,使用者可選擇其中一種語言。使用者選擇了一個頻道時,此處所選語言將成爲預設語言。

如果變更語言設定,語言功能表中的字幕語言和音頻語言會自動變更爲所選語言。

語言功能表中的字幕語言和音頻語言會顯示目前頻道支援的語言清單,所選內容會反白顯示。如果變更此語言設定,新選擇僅對目前頻道有效。變更後的設定不會變更第一字幕語言和第一音頻語言的設定。

□ 光效 → 關閉/待機模式/觀看模式/保持

可根據情況開/關電視機前面的紅色 LED 光效燈,使用此功能可以省電(或者降低 LED 引起的視疲勞)。

□ 開關機旋律 → 關閉/低/中/高

可以使電視開關機時播放音樂。

- ② 未播放該音樂的原因
 - 由於按下靜音按鈕,電視不會發出任何聲音。
 - 由於按下 (-) 音量按鈕把音量調至0,,電視不會發出任何聲音。
 - 電視被睡眠計時器功能關閉。

□ 省電 → 關閉/低/中/高/自動

此功能可調整電視亮度,以減少耗電量。在夜間觀看電視時,請將省電模式選項設爲高,以減少眼部疲勞以及耗電量。

❷ 按 幻 工具按鈕顯示工具功能表。您還可以透過選擇工具 → 省電來設定省電選項。

設定輸入功能表

□ 訊號源

用於選擇電視或連接到電視的其他外部輸入源,如 DVD /藍光播放器/衛星接收器(機上盒)。用於選擇您想要的輸入源。

- ⑥ 按遙控器上的訊號源按鈕檢視外部訊號來源。按遙控器上的電視按鈕和頻道
 ★/▼ 按鈕選擇電視模式。
- 電視 / AV / 色差端子 / 電腦 / HDMI1 / DVI / HDMI2 / HDMI3 / HDMI4 / USB
 - ② 您僅可選擇連接到電視的外部裝置。只有設備與電視機連接後訊號源對應選項清單會高亮 (電腦連接除外),電腦總是爲高亮顯示,並排列在清單頂部。沒有連接的輸入將排列在底 部。
 - ② 使用遙控器上的彩色按鈕對來源清單進行操作
 - 紅色 (更新):重新整理所連接的外部裝置。
 - 工具:顯示名稱編輯和信息功能表。

□ 名稱編輯

爲連接至輸入插孔的裝置命名,以方便選擇輸入來源。

- 錄影機/DVD/有線機上盒/衛星機上盒/PVR機上盒/AV接收器/遊戲機/攝影機/電腦/DVI/DVI 電腦/電視/網絡電視/藍光/HD DVD/DMA
 - ② 在將解析度爲 1920 x 1080@60Hz 的電腦連接至 HDMI 連接埠時,您應在輸入模式的名稱編輯中將 HDMI1/DVI 模式設爲電腦。

■設定支援功能表

□ 自我診斷

■ 影像測試

如果您覺得影像有問題,可以執行影像測試。檢查螢幕上的彩色圖案,確定問題是否仍然存在。

- 如果測試圖案沒有出現或測試圖案中有雜訊,請選擇是。可能是電視的問題。請與 Samsung 的客服中心聯絡以獲得協助。
- 如果自我診斷影像測試正常,請檢查您的外部装置和連線。如果問題仍然存在,請參閱外部 装置的使用者手冊。



· 節目源 名稱編輯

■ 聲音測試

如果您覺得聲音有問題,請執行聲音測試。您可以透過電視播放內建旋律來檢查聲音。

- ② 如果電視揚聲器沒有聲音,在執行聲音測試前,請務必在音效功能表中將選擇揚聲器設爲電視揚聲器。
- ② 在測試期間,即使將選擇揚聲器設定爲外部揚聲器,或者是按靜音按鈕啟用了靜音,也能聽到測試旋律。
- 請與 Samsung 的客服中心聯絡以獲得協助。請向客服代表提供此資訊。
- 如果自我診斷聲音正常,請檢查您的外部裝置和連線,如果問題仍然存在,請參閱外部裝置的使用者手冊。

■ 訊號訊息(僅限數位頻道)

類比頻道的接收品質不一,既可能出現「雪花點」,也可能非常清晰,而數位(HDTV)頻道不同,要麼接收品質非常完美,要麼完全接收不到。您可以對類比頻道進行微調,但無法對數位頻道執行此操作。不過,您可以調整天線來改善可用數位頻道的接收情況。

如果訊號強度表顯示訊號強度較弱,請手動調整天線來增強訊號。不斷調整天線,直至找到訊號最強的位置。

□ 軟體升級

■ 從 USB 下載

爲了使產品保持最新,讓您從www.samsung.com 將軟體升級程式下載到 USB 驅動器後,將其插入到電視中。請勿在升級過程中斷開電源或拔出 USB 隨身碟。在完成軟體升級后,電視會自動關閉再開啟。請在升級完成後檢查軟體版本。在軟體升級後,您所作的影像和音效設定都會還原爲預設(出廠)值。

我們建議您記錄設定值,以便在升級後能夠輕鬆地進行重設。

■ 版本改變爲

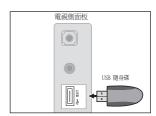
- ☑ 當前版本顯示目前電視安裝的軟體版本。
- ☑ 版本改變爲顯示可替換的先前版本。
- ② 版本資訊的格式爲「年/月/日_版本」。日期越近,軟體版本越新。建議安裝最新版本。如果存在可替換軟體,則此功能表可用。您可將軟體變更爲先前版本。
- 軟體變更後,會顯示現有軟體。
- ② 您可透過「版本改變爲」將目前軟體變更爲可替換軟體。

□ ID 連接指南

此功能表顯示可使 HDTV 實現最佳品質的連接方法。 將外部裝置連接至電視時請參閱此資訊。

□ 聯絡 Samsung

在電視無法正常工作或您要升級軟體時檢視此資訊。 您可以檢視與客服中心、產品資訊和軟體檔案下載方法有關的資訊。





MEDIA PLAY (USB)

連接 USB 裝置

- 1. 按電源按鈕打開電視。
- 2. 將包含照片、音樂和檔案的 USB 裝置連接至電視側面的 USB 插孔。
- 3. 出現連接至可攜式裝置選擇畫面時,按 🗗 按鈕選擇 Media Play (USB)。
 - ② 不支援 PTP (圖片傳輸協定) 和 MTP (媒體傳輸協定)。
 - ② 檔案系統僅支持FAT16/32(不支援 NTFS 檔案系統)某些類型的 USB 數碼照相機和音訊設備可能與本電視機不相容。
 - ② Media Play 僅支援 USB 大量儲存裝置 (MSC)。MSC 是一種存儲類的大容量傳輸設備。 隨身碟、記憶卡閱讀器和 USB HDD 都屬於 MSC 裝置 (不支援 USB HUB)。
 - ☑ 請直接連接至電視的 USB 連接埠。若使用單獨的纜線連接,可能會存在 USB 相容性問題。
 - ② 在將裝置連接至電視之前,請先備份重要檔案,以防檔案損壞或資料遺失。三星對任何資料檔案損壞或資料遺失概不負責。
 - ❷ 將 USB 連接至專用的 USB 連接埠。但是,如果所連接的裝置需要高功率,則 USB 可能無法支援此裝置。
 - ② 在載入 USB 裝置時不要斷開連接。
 - ☑ MSC 支援 MP3 和 JPEG 檔案,PTP 裝置僅支援 JPEG 檔案。
 - ② 影像的解析度越高,就需要花費越長時間才能在螢幕上顯示。
 - ② 支援的最大 JPEG 解析度為 15360x8640 像素。
 - ② 當移動照片的時候,裝載需要花費一些時間,此時裝載圖示將會顯示。
 - ② 如果將分類標準設爲基本檢視,每個資料夾可以顯示最多 1000 個檔案。其他分類標準可顯示最多 10000 個檔案。
 - ❷ 無法播放從收費網站下載的 DRM 加密 MP3 檔案。數位權利管理 (DRM) 是一種技術,它以一種綜合而全面的方式支援內容的建立、散佈和管理,包括保護內容提供者的權益、防止內容被非法複製以及管理內容的計費和結算。
 - ② 載入照片可能需要幾秒鐘的載入時間,此時螢幕上將會出現"正在載入"圖示。
 - ② 如果連接了多於兩個 PTP 裝置,同一時間僅可使用其中一個。
 - ② 如果連接了多個 MSC 裝置,則其中一些裝置可能無法識別。如果所連接的 USB 裝置需要高功耗(大於 500mA 或 5V),則可能無法支援此裝置。
 - ② 在連接或使用 USB 裝置時,如果出現電源過載 (USB 電源過載)警告資訊,該裝置可能無法被識別或者出現故障。
 - 照片和音訊檔案必須以英文或繁體中文命名。 否則,將不能正確播放檔案。 如有必要,請將檔案名稱變更爲英文或繁體中文。

在 Media Play 功能表中使用遙控按鈕

按鈕	操作
▲/▼/▼/ ▶	移動游標並選擇項目。
	選擇目前選定的項目。播放投影片、音樂時:
₽	- 在播放過程中按 🕒 按鈕暫停播放。
	- 在暫停時按 🕒 按鈕恢復播放。
►/II	播放或暫停投影片播放、音樂。
返回	返回上一功能表。
工具	執行照片、音樂功能表中的各種功能。
	停止播放目前的投影片、音樂檔案。
44 / >	跳轉至上一群組/跳轉至下一群組。
 訊息	顯示檔案資訊。
MEDIA.P	結束 Media Play 模式。
▲ 頻道 ✔, 電視	停止 Media Play 模式並返回電視模式。



■ Media Play 功能

使用此功能,您可以播放儲存在 USB 大量儲存裝置 (MSC) 中的照片、音樂和檔案。

進入 Media Play (USB) 功能表

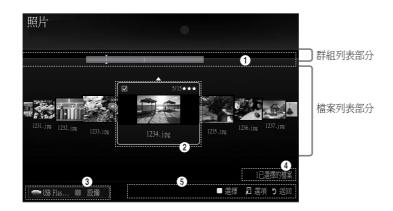
- 1. 按選單按鈕。按 ▲ 或 ▼ 按鈕選擇應用,然後按 🗗 按鈕。
- 2. 按 ▲ 或 ▼ 按鈕選擇 Media Play (USB), 然後按 🕒 按鈕。
 - ② 會顯示 Media Play (USB) 功能表。
 - 🖺 按遙控器上的 MEDIA.P 按鈕顯示 Media Play 功能表。
 - ⑥ 按遙控器上的訊號源按鈕檢視來源清單。然後按 ▲ 或 ▼ 按鈕選擇 USB。
- 3. 按 ◀ 或 ▶ 按鈕選擇一個圖示(照片、音樂、設置),然後按 🕒 按鈕。
 - ② 要結束 Media Play 模式,按遙控器上的 MEDIA.P 按鈕。

安全移除 USB 記憶體裝置

您可以安全地將裝置從電視上移除。

- 1. 在 Media Play 檔案清單畫面中,或在播放投影片、音樂時按工具按鈕。
- 2. 按 ▲ 或 ▼ 按鈕選擇安全移除,然後按 🕒 按鈕。
- 3. 將 USB 裝置從電視上移除。

畫面顯示



使用 ▲ 或 ▼ 按鈕移動到組群列表單元或檔案列表單元,然後按 ◀ 或 ▶ 按鈕選擇一個項目。

- 檢視群組:當前選中檔案所在的群組被反白顯示。
- 目前選定的檔案:您可以控制目前選定的檔案。照片和電影檔案將以縮圖影像方式顯示。(某些照片和電影檔案將無法以縮圖 影像方式顯示。)
- ❸ 目前裝置:顯示目前選定裝置的名稱。按紅色按鈕選擇裝置。
 - 紅色 (設備) 按鈕:選擇所連接的裝置。
- 項目選擇資訊:按黃色按鈕顯示所選檔案的數量。
- 6 說明項目
 - 黃色(選擇)按鈕:從檔案清單選擇檔案。選定檔案將出現 ✓ 標記。再按一下黃色按鈕取消選擇檔案。
 - 工具按鈕:顯示選項功能表。(選項功能表會根據目前狀態的不同而有所不同。)



■ 使用照片列表

- 1. 按 MEDIA.P 按鈕。
- 2. 按 ◀ 或 ▶ 按鈕選擇照片,然後按 🖪 按鈕。
- 3. 按 ◀ 或 ▶ 按鈕選擇需要的照片。
 - ② 選擇多個檔案: 按◀或▶按鈕在照片清單中選擇所需照片,然後按黃色按鈕。重複以上操作選擇多張照片。
 - 標記會出現在被選擇檔案的左側。
- 4. 按工具按鈕。
 - ② 選項功能表根據當前的狀態而改變。
 - ☑ 小鉛筆圖標 選項功能表根據當前的狀態而改變。





列表選單

- 1. 按 MEDIA.P 按鈕。
- 2. 按 ◀ 或 ▶ 按鈕選擇照片,然後按 🕒 按鈕。
- 3. 按 ◀ 或 ▶ 按鈕選擇所需的照片檔案。
 - ② 選擇多張照片

按 ◀ 或 ▶ 按鈕選擇所需的照片檔案。然後按黃色按鈕。 重複以上操作以選擇多個照片檔案。 選定的照片檔案會出現 ✔ 標記。

- 4. 按工具按鈕。
 - ② 選項功能表會根據目前狀態的不同而有所不同。



檢視投影片播放

- 1. 按 ◀ 或 ▶ 按鈕選擇一個檔案。
- 2. 按工具按鈕。
- 3. 按 ▲ 或 ▼ 按鈕選擇投影片放映,然後按 🗗 按鈕。
 - ② 照片清單中的所有檔案將用於投影片播放。
- ② 投影片播放過程中,將從目前顯示的檔案開始依次顯示檔案。
- 型 投影片播放會按照片清單中的分類顯示檔案。
- ② 若背景音樂設爲開啟,則投影片播放過程中會自動播放音樂檔案。
- 在顯示照片清單時,按遙控器上的 ▶ (播放)/ 母 按鈕啟動投影片播放。
- ② 投影片播放控制按鈕

按鈕	操作
e	開始/暫停投影片播放。
•	開始投影片播放。
П	暫停投影片播放。
	結束投影片播放並返回照片清單。
44 / >>	變更投影片播放速度。
工具	執行照片功能表的各種功能。



- 1. 按 ▲ 按鈕移至「分類標準部分」。
- 2. 使用 ◀ 和 ▶ 按鈕選擇一個群組。
- 3. 按 ▶ (播放)按鈕。開始以投影片形式播放選定群組中的檔案。

或者

- 1. 選擇一個分類標準,然後在「檔案清單部分」選擇所需群組中的照片。 ② 要移至上一個/下一個群组,按 【◀ (倒轉)或 ▶ (快轉)按鈕。
- 2. 按工具按鈕。
- 按▲或▼按鈕選擇播放目前群組,然後按 3 按鈕。
 僅包含選定檔案的分類群組中的照片會被用於投影片播放。

僅對選定檔案執行投影片播放

- 1. 按 ◀ 或 ▶ 按鈕在照片清單中選擇所需照片。
- 2. 然後按黃色按鈕。
- 3. 重複以上操作選擇多張照片。
 - ☑ 選定照片的左側會出現 ✔ 標記。
 - ② 若只選擇一個檔案,則無法執行投影片播放。
 - ② 要取消選擇所有選定檔案,按工具按鈕,然後選擇取消全部選擇。
- 4. 按 ▶ (播放)/ 按鈕。
 - ② 選定檔案將用於投影片播放。

或者

- 1. 按黃色按鈕在照片清單中選擇所需照片。
- 2. 按工具按鈕。
- 3. 按 ▲ 或 ▼ 按鈕選擇投影片放映,然後按 🗗 按鈕。
 - ② 選定檔案將用於投影片播放。



■ 投影片播放選單功能表

- 1. 在播放投影片(或檢視照片)的過程中,按工具按鈕設定選項。
- 2. 按 ▲ 或 ▼ 按鈕選擇所需選項,然後按 🗗 按鈕。
- □ 停止播放投影片/開始播放投影片 您可以啟動或停止投影片播放。
- □ 投影片播放速度 → 慢/正常/快

您可以選擇投影片播放速度。

- ② 這一功能僅在投影片播放時可用。
- ② 在投影片播放過程中,您亦可按 ◀ (倒轉)或 ▶ (快轉)按鈕變更投影片播放速度。

□ 旋轉

您可以旋轉儲存在 USB 記憶體裝置上的照片。

- ② 每次按 ◀ 按鈕,它會旋轉至 270°、180°、 90°和 0°。
- ② 每次按 ▶ 按鈕,它會旋轉至 90°、180°、270°和 0°。
- 旋轉後的檔案不會儲存。

□ 放大

您可以放大儲存在 USB 記憶體裝置上的照片。 $(x1 \rightarrow x2 \rightarrow x4)$

- ② 要移動放大後的照片影像,請按 母 按鈕,然後按 ▲/▼/◀/▶ 按鈕。請注意,若放大後的影像小於螢幕尺寸,則位置變更功能不起作用。
- ② 放大後的檔案不會儲存。

□ 背景音樂

您可以選擇投影片播放時的背景音樂。

- ▼ 要使用此功能,USB 裝置中必須儲存有音樂和照片檔案。
- 背景音樂 → 關閉/開啟
 - 關閉:不播放背景音樂。
 - 開啟:若您選擇開啟,則會在背景音樂可用時播放背景音樂。
- 選擇音樂檔案(0已選擇的檔案)

僅選定的音樂檔案會被設爲背景音樂。

□ 圖片設定/聲音設定

您可以選擇影像設定和聲音設定。

□ 信息

顯示照片檔案資訊。

□ 安全移除

您可以安全地將裝置從電視上移除。



音樂列表選單功能表

- 1. 按 MEDIA.P 按鈕。
- 2. 按 ◀ 或 ▶ 按鈕選擇音樂,然後按 🕒 按鈕。
- 3. 按 ◀ 或 ▶ 按鈕選擇所需的音樂檔案。
 - ② 選擇多個音樂檔案

按 ◀ 或 ▶ 按鈕選擇所需的音樂檔案。然後按黃色按鈕。 重複以上操作以選擇多個音樂檔案。

選定的音樂檔案會出現 標記。

- 4. 按工具按鈕。
 - ② 選項功能表會根據目前狀態的不同而有所不同。
- □ 播放目前群組

播放當前所選檔案所在的群組的音樂。

- □ 取消全部選擇(至少選擇了一個檔案時) 可以取消對所有檔案的選擇。
 - 圖 相應文件上的✔ 標記將會消失。
- □ 信息

顯示音樂檔案資訊,包括名稱、大小、日期和路徑。

- ② 在播放目前群組時,您可以用同樣的方法檢視音樂檔案資訊。
- 海 按訊息按鈕檢視資訊。
- □ 安全移除

您可以安全地將裝置從電視上移除。





播放音樂檔案

播放音樂檔案

- 1. 按 ◀ 或 ▶ 按鈕選擇要播放的音樂檔案。
- 2. 按 ▶ (播放)/ 按鈕。
 - ② 此功能表僅顯示副檔名爲 MP3 的檔案,而不會顯示具有其他副檔名的檔案,即 使它們儲存在同一個 USB 裝置內。
 - ② 選定檔案及其播放時間會顯示於頂部。
 - ② 要調整音樂音量,請按遙控器上的音量按鈕。要關閉聲音,請按遙控器上的靜 音按鈕。
 - ② 在播放 MP3 檔案時,若聲音異常,請調整音效功能表中的等化器和 SRS TruSurround HD。(MP3 檔案調整不當可能會導致聲音問題。)
 - 至 若在音樂檔案開始時沒有找到播放時間資訊,則播放持續時間可能會顯示爲「 00:00:00
 - ② (倒轉)或 ► (快轉)按鈕在播放過程中不可用。



按鈕	操作
િ	播放/暂停音樂檔案。
F	播放音樂檔案
II	暂停音樂檔案
	結束播放模式,返回音樂清单。
工具	執行音樂功能表的各種功能。

② 音樂功能資訊圖示

	重複播放資料夾中的所有音樂檔案(或選定檔案)。音樂重複模式處於開啟狀態。
G	資料夾中的所有音樂檔案(或選定檔案)僅播放一次。音樂重複模式處於關閉狀態。



(a) ► ⊕

播放音樂群組

- 1. 按 ▲ 按鈕移動到群組列表單元。
- 2. 按 ◀ 或 ▶ 按鈕選擇一個群組。
- 3. 按 ▶ (播放)按鈕。開始播放選定群組中的檔案。
- 或者
- 選擇一個分類標準,然後在「檔案清單部分」選擇所需群組中的檔案。
 要移至上一個/下一個群组,按 【◀ (倒轉)或 ▶ (快轉)按鈕。
- 2. 按工具按鈕。
- - ② 會播放包含選定檔案的分類群組中的音樂檔案。

播放選定音樂檔案

- 1. 按 ◀ 或 ▶ 按鈕選擇所需音樂檔案,然後按黃色按鈕。
- 2. 重複以上操作以選擇多個音樂檔案。
 - ② 選定音樂檔案的左側會出現 ✓ 標記。
 - ② 要取消選擇所有選定檔案,按工具按鈕,然後選擇取消全部選擇。
- 3. 按 ▶ (播放) / ◄ 按鈕。
 - 別 將播放選定檔案。

■ 音樂播放選單功能表

音樂播放選項功能表

- 重複模式 → 開啟/關閉 您可以重複播放音樂檔案。
- □ 圖片設定/聲音設定 您可以設定影像和聲音設定値。
- □ 信息 顯示音樂檔案資訊。
- □ 安全移除 您可以安全地將裝置從電視上移除。



● 使用設置功能表

設置功能表顯示了 Media Play 功能表的使用者設定值。

- 1. 按 MEDIA.P 按鈕。
- 2. 按 ◀ 或 ▶ 按鈕選擇設置,然後按 🕒 按鈕。
- 3. 按 ▲ 或 ▼ 按鈕選擇所需選項。
- 4. 按 ◀ 或 ▶ 按鈕選擇該選項,然後按 🖪 按鈕。
- ☑ 要結束 Media Play 模式,按遙控器上的 MEDIA.P 按鈕。
- □ 音樂重覆模式 → 開啟/關閉 選擇此項以重複播放音樂檔案。
- 螢幕保護程式執行時間 → 2小時/4小時/8小時 選擇此項以設定螢幕保護程式出現前等待的時間。
- □ 信息 選擇此項以檢視所連接裝置的資訊。
- □ 安全移除 您可以安全地將裝置從電視上移除。





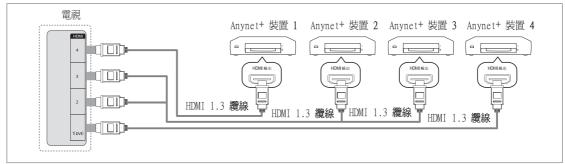
ANYNET+

∥ 連接 Anynet+ 裝置

Anynet+ 是甚麼?

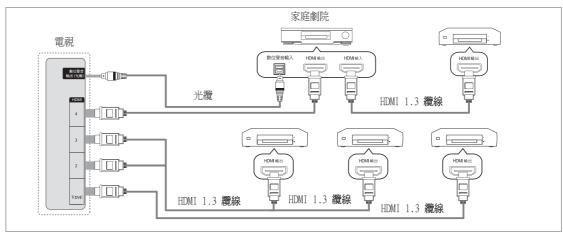
Anynet+ 是一種功能,讓您可以使用三星電視遙控器控制所有連接的支援 Anynet+ 的三星裝置。Anynet+ 系統僅能與具備 Anynet+ 功能的三星裝置配合使用。要確認您的三星裝置是否具備此功能,請檢查產品上是否載有 Anynet+ 標誌。

連接至電視



使用 HDMI 纜線將電視上的 HDMI 輸入(1【DVI】、2、3或4)插孔與相應 Anynet+ 裝置上的 HDMI 輸出插孔相連接。

連接至家庭劇院



- 1. 使用 HDMI 纜線將電視上的 HDMI (1【DVI】、2、3 或 4) 插孔與相應 Anynet+ 裝置上的 HDMI 插孔相連接。
- 2. 使用 HDMI 纜線將家庭劇院上的 HDMI 插孔與相應 Anynet+ 裝置上的 HDMI 插孔相連接。
 - ▼ 使用光纜連接電視上的數位聲音輸出(光纖)插孔與家庭劇院上的數位音訊輸入插孔。
 - ② 按照以上方法連接之後,光纖插孔僅輸出 2 聲道的聲音。您只會聽到家庭劇院前面的左右揚聲器和重低音音箱的聲音。如果您想聽到 5.1 聲道的聲音,請將 DVD / 衛星電視盒 (即 Anynet+ 裝置 1 或 2)上的數位聲音輸出 (光纖)插孔直接連接到放大器或家庭劇院,而不是電視。
 - ② 僅連接一組家庭劇院。
 - ② 您可以使用 HDMI 1.3 纜線連接 Anynet+ 裝置。某些 HDMI 纜線可能不支援 Anynet+ 功能。
 - ② Anynet+ 功能在支援 Anynet+ 的 AV 裝置處於待機或開啟狀態時可用。
 - Anynet+ 最多可支援 12 個 AV 裝置。

設定 Anynet+

按選單按鈕,然後按 ▲ 或 ▼ 按鈕選擇應用。在應用功能表中選擇 Anynet+(HDMI-CEC)設置。

② 按 **刁** 工具按鈕顯示工具功能表。您還可以透過以下方法顯示 Anynet+ 功能表:選擇工具 → Anynet+ (HDMI-CEC)。

□ 設置

■ Anynet+ (HDMI-CEC) → 關閉/開啟

要使用 Anynet+ 功能,必須將 Anynet+ (HDMI-CEC) 設爲開啟。

② 若 Anynet+ (HDMI-CEC) 功能停用,則所有與 Anynet+ 相關的操作都不可用。

■ 自動關閉 → 否/是

將 Anynet+ 裝置設爲在電視關閉時自動關閉,並將電視設爲在收到來自 HDMI-CEC 裝置的關閉電視請求時自動關閉。

- ② 某些 Anynet+ 的 HDMI-CEC 設備可能不具備此功能。具體請參考該設備的使用說明書或撥打該廠商的客服電話進行諮詢。
- 查將自動關閉設為是,則連接的外部裝置在電視關閉時亦會關閉。若外部裝置仍在錄製,則可能會關閉也可能不會關閉。







▮ 在 Anynet+ 裝置間切換

- 1. 按 ଯ 工具按鈕。按 ☑ 按鈕選擇 Anynet+ (HDMI-CEC)。
- 2. 按 ▲ 或 ▼ 按鈕選擇設備列表,然後按 🗗 按鈕。
 - ☑ 將列出連接至電視的 Anynet+ 裝置。
 - ② 若找不到所需裝置,請按紅色按鈕掃描裝置。
- 3. 按 ▲ 或 ▼ 按鈕選擇特定裝置,然後按 🕞 按鈕。將切換到選定按鈕。
 - ② 僅在您將 Anynet+ (HDMI-CEC) 設爲開啟 (在應用功能表中設定)時,設備列表功能表才會出現。
- ② 切換到選定裝置最多可能需要兩分鐘。在切換過程中無法取消操作。
- 掃描裝置所需的時間視連接的裝置數量而定。
- 要置掃描完成後,所找到的裝置數量並不會顯示。
- 避 雖然透過電源按鈕開啟電視時,電視會自動搜尋裝置清單,但連接至電視的裝置不一定會自動顯示在裝置清單中。按紅色按鈕 搜尋連接的裝置。
- ② 若您已經按訊號源按鈕選擇了外部輸入模式,則無法使用 Anynet+ 功能。確保使用設備列表切換至 Anynet+ 裝置。

Anynet+ 功能表

Anynet+ 功能表視連接至電視的 Anynet+ 裝置的類型和狀態而異。

Anynet+ 功能表	說明
觀看電視	Anynet+ 變更爲電視廣播模式。
設備列表	顯示 Anynet+ 裝置清單。
(裝置名稱)選單	顯示所連接裝置的功能表。例如,如果連接了一台 DVD 錄影機,則會顯示 DVD 錄影機 的碟片功能表。
(裝置名稱)訊息	顯示所連接裝置的播放功能表。例如,如果連接了一台 DVD 錄影機,則會顯示 DVD 錄 影機的播放功能表。
錄製: (*錄製裝置)	使用錄製裝置立即開始錄製。(僅在支援錄製功能的裝置上可用。)
停止錄製: (*錄製裝置)	停止錄製。
接收器	透過接收器播放聲音。

❷ 若連接的錄製裝置不止一個,顯示爲(*錄製裝置);若僅連接了一個錄製裝置,則顯示爲(*裝置名稱)。



電視遙控按鈕在 Anynet+ 模式

裝置類型	作業狀態	可用按鈕
Anynet+ 裝置	切換到裝置後,螢幕上顯示相應裝置的功 能表時。	數字按鈕 ▲/▼/◀/▶方向鍵/ 【3 按鈕 彩色按鈕 / 退出按鈕
	切換到裝置後,播放檔案時	● (倒轉) / ▶ (快轉) / ■ (停止) /▶ (播放) / Ⅲ (暫停)
有內建調諧器的 裝置	切換到裝置後,觀看電視節目時	頻道 V / 頻道 ヘ 按鈕
音訊裝置	在啟用接收器時	- 音量+ / 靜音按鈕

- ▼ | 按鈕僅在可錄製狀態下可用。
- ② 不能用電視上的按鈕控制 Anynet+ 裝置。僅能用電視遙控器控制 Anynet+ 裝置。
- ② 在特定條件下電視遙控器可能不可用。若出現這種情況,請重新選擇 Anynet+ 裝置。
- ☑ 對於其他製造商的產品, Anynet+ 功能不可用。

錄製

您可以使用三星錄影機來錄製電視節目。

- 1. 按工具按鈕。按 → 按鈕選擇 Anynet+ (HDMI-CEC)。
- 2. 按 ▲ 或 ▼ 按鈕選擇立即錄製,然後按 🗗 按鈕。開始錄製。
 - 在錄製裝置不止一個時

在連接的錄製裝置不止一個時,將列出錄製裝置。按 ▲ 或 ▼ 按鈕選擇一個錄製裝置,然後按 \square 按鈕。開始錄製。

- ② 在沒有顯示錄製裝置時,選擇設備列表,然後按紅色按鈕搜尋裝置。
- 3. 按退出按鈕結束。
- ❷ 您可以選擇「錄製:(裝置名稱)」以錄製源資料流。
- ❷ 按 按鈕將錄製您目前正在收看的節目。若您正在觀看其他裝置上的視訊,則將錄製該視訊。
- ② 錄製之前,請檢查天線插孔是否正確連接至錄製裝置。爲了將天線正確連接至錄製裝置,請參閱錄製裝置使用手冊。

■ 透過接收器(家庭劇院)收聽聲音

您可以使用接收器,而不使用電視揚聲器來收聽聲音。

- 1. 按工具按鈕。按 ☑ 按鈕選擇 Anynet+ (HDMI-CEC)。
- 2. 按 ▲ 或 ▼ 按鈕選擇接收器。按 ◀ 或 ▶ 按鈕選擇開啟或關閉。
- 3. 按退出按鈕結束。
 - 一 若您的接收器僅支援音訊,那麼它可能不會出現在裝置清單中。
 - ② 在將接收器的光纖輸入插孔正確連接至電視的數位聲音輸出(光纖)插孔時,接收器 才可用。
 - ② 在接收器(家庭劇院)設爲開啟時,您可以聽到從電視的光纖插孔輸出的聲音。電視在顯示 DTV (無線) 訊號時,會將 5.1 聲道的聲音傳送至家庭劇院接收器。在來源爲數位色差(如 DVD),並透過 HDMI 連接至電視時,您只能從家庭劇院接收器聽到 2 聲道的聲音。



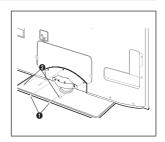


問題	可能的解決方案	
Anynet+ 不可用。	 檢查裝置是否爲 Anynet+ 裝置。Anynet+ 系統僅支接 Anynet+ 裝置。 僅連接一個接收器(家庭劇院)。 檢查 Anynet+ 裝置的電源線是否正確連接。 檢查 Anynet+ 裝置的視訊/音訊/HDMI 1.3 纜線連接。 檢查 Anynet+ 裝定功能表中的 Anynet+ (HDMI-CEC) 是否設爲開啟。 檢查電視機遙控器是否處於電視模式。 檢查是否爲 Anynet+ 專用的遙控器。 Anynet+ 在特定情況下不可用。(搜尋頻道、執行 Media Play、即插即用等) 在連接或移除 HDMI 1.3 纜線時,請確保重新搜尋裝置或先關閉再開啟電視。 檢查是否啟用了 Anynet+ 裝置的 Anynet+ 功能。 	
我想啟動 Anynet+。	 檢查 Anynet+ 裝置是否已正確連接至電視,並檢查 Anynet+ (HDMI-CEC) 是否已設爲啟(在 Anynet+設置功能表中設定)。 按電視遙控器上的電視按鈕切換至電視。然後按工具按鈕顯示 Anynet+ 功能表,並選合適的功能表。 	
我想結束 Anynet+。	 ◆ 在 Anynet+ 功能表中選擇觀看電視。 ◆ 按電視遙控器上的訊號源按鈕,然後選擇除 Anynet+ 之外的裝置。 ◆ 按電視 ✔/◆和回復按鈕變更爲電視模式。(請注意,僅在未連接內嵌調諧器的Anynet+ 裝置時,頻道按鈕才可用。) 	
螢幕上出現「Connecting to Anynet+ device」 訊息。	正在設定 Anynet+ 或正在切換至檢視模式時無法使用遙控器。在完成 Anynet+ 設定或切換至檢視模式之後再使用遙控器。	
Anynet+ 裝置無法播放。	● 正在執行即插即用時無法使用播放功能。	
連接的裝置未顯示。	檢查該裝置是否支援 Anynet+ 功能。 檢查 HDMI 1.3 纜線是否正確連接。 檢查 Anynet+ (HDMI-CEC) 是否設爲開啟(在 Anynet+ 設定功能表中設定)。 重新搜尋 Anynet+ 裝置。 您僅可使用 HDMI 1.3 纜線連接 Anynet+ 裝置。某些 HDMI 纜線可能不支援 Anynet+ 功能。 若因異常情況而終止,如 HDMI 纜線或電源線斷開或停電,請重新執行裝置掃描。	
無法錄製電視節目。	● 請檢查錄製裝置上的天線插孔是否正確連接。	
電視聲音無法透過接收器 輸出。	連接電視和接收器之間的光纜。	

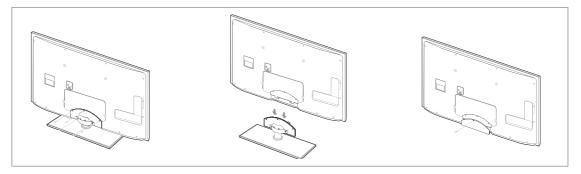
建議

安裝支架

- 1. 將 LED 電視連接到支架上。
 - ② 應由兩人或更多人搬動電視。
 - ② 在組裝電視和支架時,務必區分支架的前部和後部。
 - ② 爲了確保電視以適當的水平安裝在支架上而不傾斜,不要左邊右邊不對稱。
- 2. 在 ① 處固定兩個螺絲,然後在 ② 處固定三個螺絲。
 - ② 將產品放正並固定螺絲。若您在 LED 電視倒置時固定螺絲,可能會使電視向一邊傾斜。



取下底座



- 1. 卸下電視背面的五個螺絲。
- 2. 將電視和支架拆離。
 - ② 應由兩人或更多人搬動電視。
- 3. 用底部護蓋遮住底孔。

■安裝壁掛套件

使用壁掛架(單獨購買)可以將電視安裝到牆上。

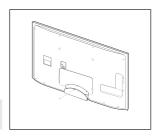
有關安裝壁掛架的詳細資訊,請參閱壁掛架隨附的說明。安裝壁掛架時,請聯絡技術人員以取得協助。

若您選擇自行安裝電視,對於由此造成的任何產品損壞或人身傷害,三星電子概不負責。

- ② 拆下支架,用底部護蓋遮住底孔,然後用兩個螺絲固定。
- ② 安裝壁掛架套件時,使用固定環(附件隨附)。



◆ 切勿在電視開啟時安裝掛牆套件。否則可能會因觸電而導致人身傷害。

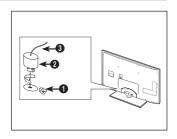


■ Kensington 防盜鎖(視型號而定)

Kensington 防盜鎖是在公眾場所使用本系統時用於固定系統的裝置。因製造商不同,產品外觀和鎖定方法可能與圖解中有所不同。

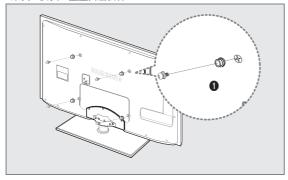
請參閱 Kensington 防盜鎖隨附的手冊,正確使用該產品。

- ② 鎖定裝置必須單獨購買。
- Kensington 防盜鎖的位置可能因型號而不同。
- 1. 將鎖定裝置插入 LED 電視的 Kensington 插槽 ①,並向鎖定方向 ② 旋轉。
- 2. 連接 Kensington 防盜鎖纜線 3。
- 3. 將 Kensington 防盜鎖固定至桌面或穩固的重物上。

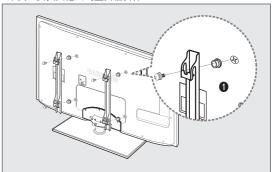


安裝掛牆套件前準備

案例A:安裝三星壁掛牆套件



案例B:安裝其他公司壁掛牆套件

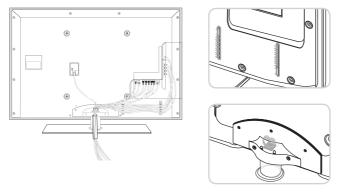


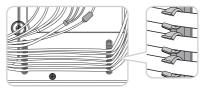
安裝壁掛牆套件時,請使用固定環。

■ 組裝纜線

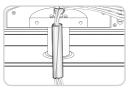
□ 擺放模式

🏿 將纜線包在線套裡,這樣就不會透過透明支架看到纜線。

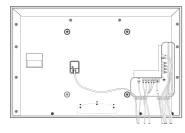


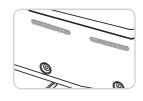


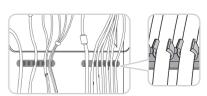




□ 壁掛模式







保留安全的安裝空間

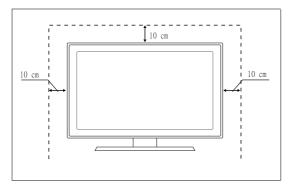
在電視和其他物品(如:牆壁)之間保持必需的空間以保證適當的通風。

否則可能會引起火災或者因爲電視內部溫度升高導致產品損壞。

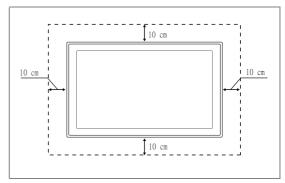
安裝電視時按照圖示留出所需空間。

- ② 當使用支架或壁掛架的時候,您只能使用三星電子提供的部件。
- 如果您使用其他廠商提供的部件,可能會因爲落下造成產品損壞或人身傷害。
- 如果您使用其他廠商提供的部件,可能會造成產品損壞或因爲通風情況不好導致產品內部溫度升高引起的火災。
 對於由此造成的任何產品損壞或人身傷害,三星電子概不負責。
- 外觀可能因產品而不同。

■ 當用支架安裝電視時



■ 當用壁掛架安裝電視時



■ 將電視固定在牆上



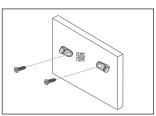
注意:拉、推或攀爬電視可能會導致電視墜落。尤其禁止兒童攀爬或搖晃電視;否則可能造成電視翻倒,導致嚴重傷害或死亡。請遵守隨附安全傳單中的所有安全注意事項。要增強穩定性,請安裝防墜裝置以策安全,如下所述。

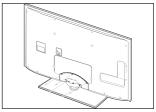
■ 固定電視:

- 1. 將螺絲放置於夾具內,並將它們牢牢固定於牆上。確認螺絲已經牢固地安裝於牆上。
 - ☑ 根據牆壁類型,您可能需要其他材料,如固定件。
 - ② 必要的夾具、螺絲和繩子不隨產品提供,請單獨購買。
- 2. 將螺絲從電視背面的中心位置移除,再將螺絲放置於夾具內,然後將螺絲重新固定於電視上。
 - ☑ 本產品可能不提供螺絲。在這種情況下,請購買以下規格的螺絲。
 - 図 螺絲規格

32~40 英寸 LED 電視: M6 X L15

- 3. 用結實的纜繩將電視上的夾具和牆上的夾具連接到一起。
 - ② 將電視安裝至靠近牆面的位置,以防向後方墜落。
 - 連接纜繩以便使固定於牆上的夾具位置等於或低於固定於電視上的夾具,這是安全的做法。
 - ② 若要搬動電視,請先解開纜繩。
- 4. 確認所有的連接均率固到位。定期檢查連接,以瞭解是否有任何可能導致意外的老化跡象。 若您對連接的牢固性有任何疑慮,請聯絡專業安裝人員。







疑難排解:在聯絡維修人員之前

可能的解決方案
檢查電源主線是否連接至牆上插座。 檢查您是否按了電視上的按鈕。 檢查影像對比度和亮度設定值。 檢查音量。
檢查音量。 檢查是否按了遙控器上的 ▼ 按鈕。 檢查選擇揚聲器設定值。
檢查電腦上的電源、訊號線。 電視正在使用其電源管理系統。 移動電腦滑鼠或按鍵盤上的任意鍵。
調整色彩設定。檢查所選的廣播系統是否正確。
設法確定干擾電視的電子設備,並將其移走。 將電視插入不同的電源插座。
檢查天線的方向、位置和連接。 此干擾常因使用室內天線引起。
更換遙控器電池。 清潔遙控器的上部邊緣(發射窗)。 檢查電池端子。
檢查訊號線是否牢固連接至電腦或視訊來源。 檢查電腦或視訊來源是否開啟。
檢查視訊介面卡的最大解析度和頻率。 將這些值與「顯示模式」中的資料相比較。
若在某些外部裝置中選擇全屏顯示,螢幕角落可能會出現受損影像。此問題由外部裝置引起, 和電視無關。
按住退出按鈕一段時間後,將會出現此訊息。產品設定值重設爲出廠預設值。
這是產品設計的一部分,並非缺陷。

型號名稱	UA32B6000	UA40B6000
螢幕大小 (對角尺寸)	81厘米/32英寸對角線	102厘米/40英寸對角線
電腦解析度 (最佳解析度)	1920 X 1080 @ 60 Hz	1920 X 1080 @ 60 Hz
聲音 輸出	10W x 2	10W x 2
尺寸(寬 X 深 X 高) 不帶支架 帶支架	799 X 29.9 X 520.9 mm 799 X 255 X 579.9 mm	996 X 29.9 X 630 mm 996 X 255 X 692 mm
重量帶支架	12.8 Kg	18.4 Kg
環境因素 工作溫度 工作濕度 存放溫度 存放濕度	10°C 至 40°C (50°F 至 104°F) 10 % 至 80 %,無冷凝 -20°C 至 45°C (-4°F 至 113°F) 5% 至 95%,無冷凝	
支架旋轉 (左/右)	-20°	~ 20°

型號名稱	UA46B6000	UA55B6000
螢幕大小 (對角尺寸)	117厘米/46英寸對角線	140厘米/55英寸對角線
電腦解析度 (最佳解析度)	1920 X 1080 @ 60 Hz	1920 X 1080 @ 60 Hz
聲音 輸出	10W x 2	15W x 2
尺寸(寬 X 深 X 高) 不帶支架 帶支架	1129 X 29.9 X 705 mm 1129 X 275X 767 mm	1321 X 29.9 X 815 mm 1321 X305 X 877 mm
重量 帶支架	22.8 kg	27.6 Kg
環境因素 工作溫度 工作濕度 存放溫度 存放濕度	10°C to 40°C (50°F to 104°F) 10% 至 80%,無冷凝 -20°C to 45°C (-4°F to 113°F) 5% 至 95%,無冷凝	
支架旋轉 (左/右)	-20°	~ 20°

- ② 設計與規格可能隨時變更,恕不提前通知。
- ② 此裝置爲 B 類數位設備。
- ② 32英寸:AC100-240V 50/60Hz,功率:130W 40英寸:AC100-240V 50/60Hz,功率:140W 46英寸:AC100-240V 50/60Hz,功率:170W 55英寸:AC100-240V 50/60Hz,功率:220W

- This product uses parts of the software from the Independent JPEG Group.
- This product uses parts of the software owned by the Freetype Project (www.freetype.org).
- This product uses some software programs which are distributed under the GPL/LGPL license. Accordingly, the following GPL and LGPL software source codes that have been used in this product can be provided after asking to vdswmanager@samsung.com.

GPL software: Linux Kernel, Busybox, Binutils

LGPL software: Glibc, ffmpeg, smpeg, libgphoto, libusb, SDL

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Version 3, 29 June 2007

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To protect your rights, we need to prevent others from denying you these rights or asking you to surrender the rights. Therefore, you have certain responsibilities if you distribute copies of the software, or if you modify it: responsibilities to respect the freedom of others

For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

Developers that use the GNU GPL protect your rights with two steps: (1) assert copyright on the software, and (2) offer you this License giving you legal permission to copy, distribute and/or modify it.

For the developers' and authors' protection, the GPL clearly explains that there is no warranty for this free software. For both users' and authors' sake, the GPL requires that modified versions be marked as changed, so that their problems will not be attributed erroneously to authors of previous versions.

Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions

"This License" refers to version 3 of the GNU General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

"The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source

form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

2. Basic Permissions.

All rights granted under this License are granted for the term of copyright on the Program, and are irrevocable provided the stated conditions are met. This License explicitly affirms your unlimited permission to run the unmodified Program. The output from running a covered work is covered by this License only if the output, given its content, constitutes a covered work. This License acknowledges your rights of fair use or other equivalent, as provided by copyright law. You may make, run and propagate covered works that you do not convey, without conditions so long as your license otherwise remains in force. You may convey covered works to others for the sole purpose of having them make modifications exclusively for you, or provided you with facilities for running those works, provided that you comply with the terms of this License in conveying all material for which you do not control copyright. Those thus making or running the covered works for you must do so exclusively on your behalf, under your direction and control, on terms that prohibit them from making any copies of your copyrighted material outside their relationship with you.

Conveying under any other circumstances is permitted solely under the conditions stated below. Sublicensing is not allowed; section 10 makes it unnecessary.

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No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures.

When you convey a covered work, you waive any legal power to forbid circumvention of technological measures to the extent such circumvention is effected by exercising rights under this License with respect to the covered work, and you disclaim any intention to limit operation or modification of the work as a means of enforcing, against the work's users, your or third parties' legal rights to forbid circumvention of technological measures.

4. Conveying Verbatim Copies.

You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty; and give all recipients a copy of this License along with the Program.

You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee.

5. Conveying Modified Source Versions.

You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions:

- a) The work must carry prominent notices stating that you modified it, and giving a relevant date.
- b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices".

- c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This
 License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its
 parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it
 does not invalidate such permission if you have separately received it.
- d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has
 interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

- a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied
 by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.
- b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.
- c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This
 alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer,
 in accord with subsection 6b.
- d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.
- e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and
 Corresponding Source of the work are being offered to the general public at no charge under subsection 6d. A separable
 portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not
 be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

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